MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2017/2018

MSD3013 – SOUND DESIGN II

(All sections / Groups)

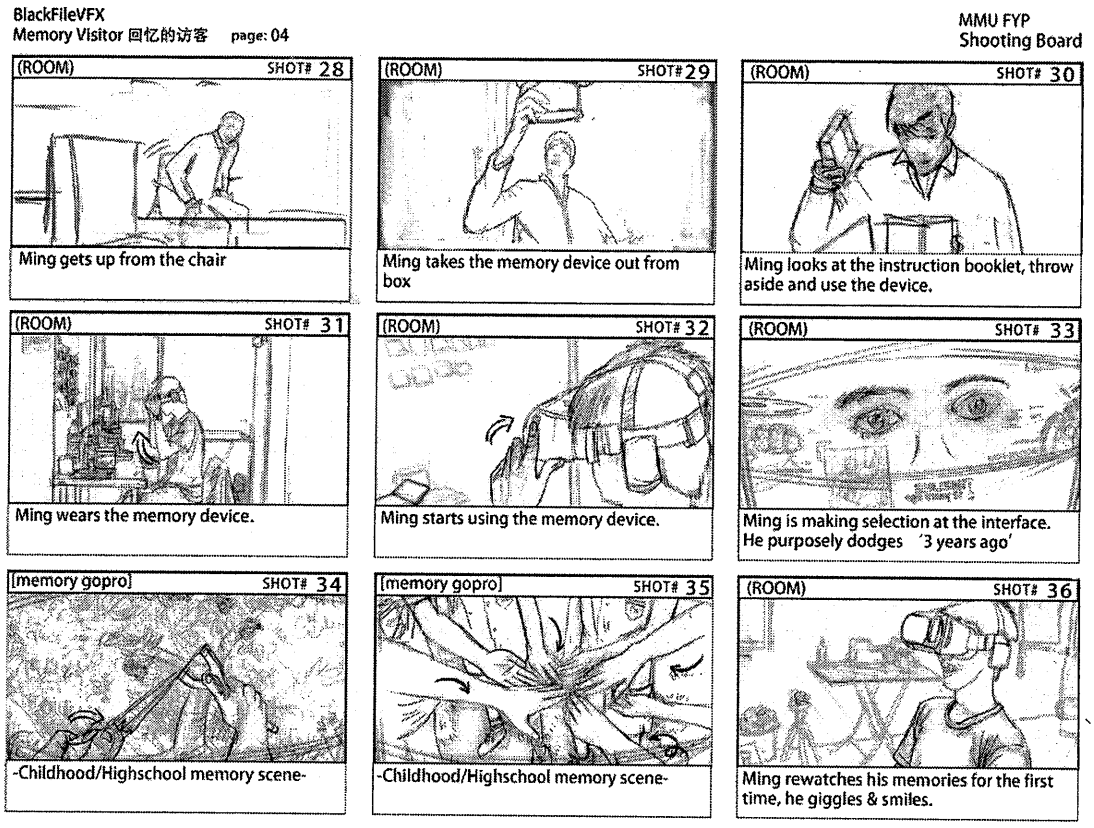
14 OCTOBER 2017
9:00 AM – 11:00 AM
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 3 pages with 5 questions only.
2. Answer **FOUR** out of **FIVE** questions. All questions have sub-questions and the distribution of the marks for each sub-question is given
3. Please write all your answers in the Answer Booklet provided.

Question 1

The following questions are based on the storyboard shown below.


BlackFileVFX
Memory Visitor 回忆的访客 page: 04
MMU FYP
Shooting Board
(ROOM) SHOT# 28
Ming gets up from the chair
(ROOM) SHOT# 29
Ming takes the memory device out from box
(ROOM) SHOT# 30
Ming looks at the instruction booklet, throw aside and use the device.
(ROOM) SHOT# 31
Ming wears the memory device.
(ROOM) SHOT# 32
Ming starts using the memory device.
(ROOM) SHOT# 33
Ming is making selection at the interface. He purposely dodges '3 years ago'
[memory gopro] SHOT# 34
-Childhood/Highschool memory scene-
[memory gopro] SHOT# 35
-Childhood/Highschool memory scene-
(ROOM) SHOT# 36
Ming rewatches his memories for the first time, he giggles & smiles.

a) Based on the storyboard above, list and describe at least two (2) **elements soundtracks** for the supplied storyboard.

[4 Marks]

b) List and briefly describe what are the **hard effects** and **emotional effects** that can be used in the scenes?

[6 Marks]

Continued .....

Question 2

Sound effects (SFX) can be classified as anything sonic that is not speech or music. They are essential to storytelling, bringing realism and added dimension to a production; they shape what you see. Generally there are six types of sound effects: hard and soft effects, ambience effects, electronic effects, design effects and Foley effects.

a) What is Foley?

[2 Marks]

b) List and briefly describe the four (4) **purposes of doing Foley** for a sound design production.

[8 Marks]

Question 3

Music underscoring consists of adding background music that enhances the content of a scene by evoking a particular idea, emotion, point of view, or atmosphere.

Fill in the table below to list down and describe the **characteristics for Music underscoring.**

No.	Music Characteristic	Description
1.		
2.		
3.		
4.		
5.		

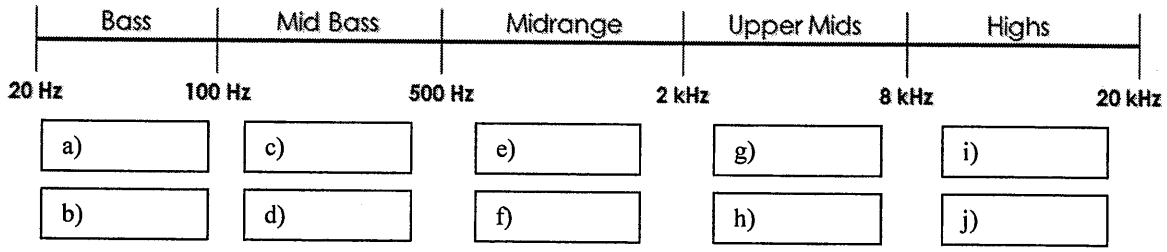
[10 Marks]

Continued .....

Question 4

Humans are able to hear frequencies from 20Hz to 20 kHz. The chart shows the major frequency ranges and the words that describe the sound.

Fill in the box to **describe the word** that best suited the sound that falls within that range.



[10 Marks]

Question 5

A mix is the combination of all your recorded/edited tracks reduced to two tracks (for stereo playback) or six to eight tracks (for surround playback).There are several tips given when mixing down audio either for sound design or music production.

a) List down & briefly describe three (3) **tips of applying equalization** when mixing down sound during post production.

[6 Marks]

b) List down & briefly describe two (2) **tips of applying reverb or delay** when mixing down sound during post production.

[4 Marks]

End of Page.